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# Fighting Uruk-hai!™

*In this Pack we focus on the fearsome Uruk–hai, mightiest of all the Orcs of Middle–earth. A product of dark sorcery and foul science, they enforce the will of their master, the evil wizard Saruman, wherever they march.*

> *'Build me an army worthy of Mordor'*
>
> SAURON

While Orcs are a crook-limbed, cowardly race, the fighting Uruk-hai are deadly foes indeed. Strong, courageous and brutal in equal measure, they are an army unlike any that has been seen before. Bred by the evil Saruman, under instruction from the Dark Lord Sauron, the Uruk-hai are a new race of Orc, able to march in sunlight as well as at night, which means they can cover huge distances. They were first put to the test at Amon Hen, where they captured Merry and Pippin from the Fellowship, and retreated towards Isengard.

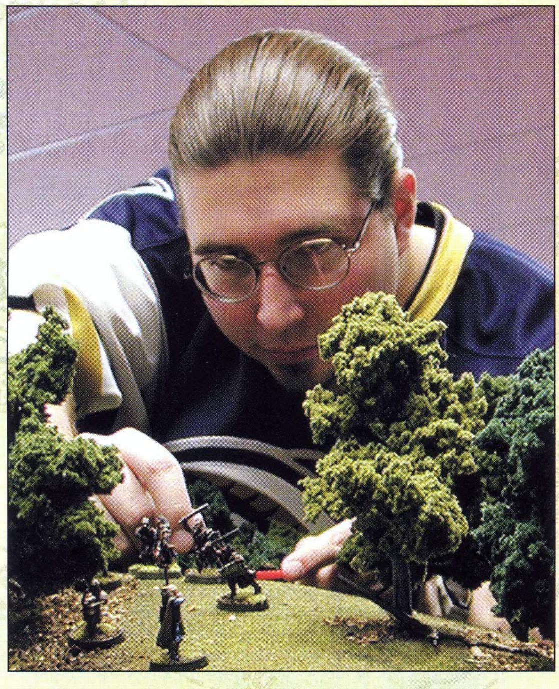
Now a new peril is growing, as Saruman has secretly been creating an army of epic proportions, with ten thousand Uruk-hai preparing to march on the fortress of Helm's Deep. An army of Elves arrives at Helm's Deep at the last minute, and only barely manages to help the Men of Rohan escape. In this Pack's Battle Game, we take a look at what would have happened if Elrond, before consulting Galadriel and Celeborn, had sent a scouting force of Elves ahead to hold up the Uruk-hai march to Helm's Deep. Indeed, if Haldir's force had managed to reach Helm's Deep earlier, the outcome of the battle could have been very different.

In Painting Workshop you'll learn the basic techniques needed to paint up your new plastic Uruk-hai models, whilst Playing the Game concentrates on the Uruk-hai's greatest skill – fighting! Finally, in Modelling Workshop, we show you how to make basic hills to transform your battlefield from a flat plain into a rolling vista.

◄ WARRIORS OF THE WHITE HAND
*Created by Saruman in his foul experiments, the Uruk–hai are the deadliest Orc race in Middle–earth.*

# The Fight Phase

*In this Pack we're going to examine the Fight phase in detail. You don't need to learn all these rules now. However it will be useful to refer back to this section as you play the Battle Game (pg 8–13).*



➤ CLOSE COMBAT

*Many Battle Games are won or lost in the Fight phase. A skilful player will try to gain an advantage over his opponent here.*

As you will know by now, each *Battle Games in Middle–earth* scenario follows a sequence of four phases: Priority, Move, Shoot and Fight. The Fight phase is where combat gets up close and personal, and warriors struggle desperately for their lives.

During the Fight phase both sides engage in combat, having already moved their opposing models into base-to-base contact. Remember that enemies are only allowed to move into touch where one has 'charged' the other (see pg 11). For an in-depth analysis of the Move phase, refer to Pack 3's Playing the Game.

The Fight phase itself is broken down into four separate steps: Pairing Off, Deciding the Winner, Backing Away and Rolling to Wound (shown below).

## THE FOUR STEPS OF A FIGHT

### 1 Pairing Off

Models that are fighting (touching base-to-base) are paired off into individual combats.

### 2 Deciding the Winner

In each combat, both players roll one dice for each Attack value on their models' base profiles (see pg 4). The highest roll decides who wins.

### 3 Back Away

All models on the losing side are moved back from their opponent 2cm / 1".

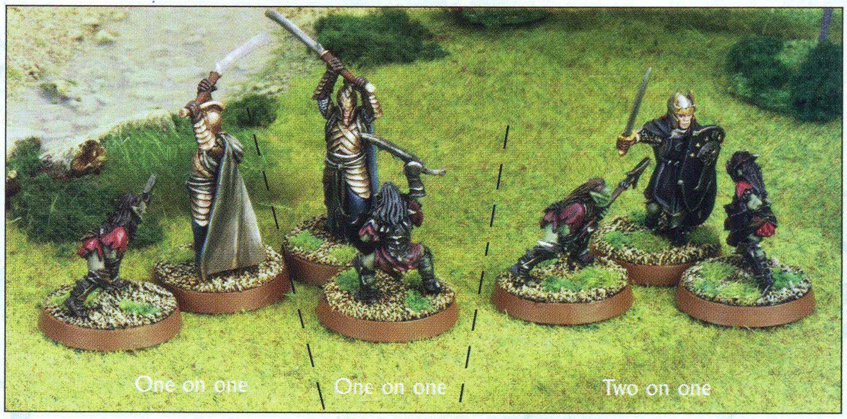
### 4 Roll to Wound

Winning models try to wound their enemies. The number needed to roll depends on their Strength value and their opponent's Defence value.

## ❶ Pairing Off

At the start of the phase, any models that are fighting are paired off into individual combats.

Sometimes you will encounter a situation where a single warrior is faced by two, three, or more enemies. This is called a 'multiple combat'. Opponents are always paired off where possible and any other combatants join into a multiple combat against an enemy they are touching (pic a).



▲ SPLIT UP COMBAT
*This group of battling warriors is split up into two pairs and a two on one multiple combat.*

◄ *A large mass of fighting models can seem quite confusing to work out.*

## Priority Decision

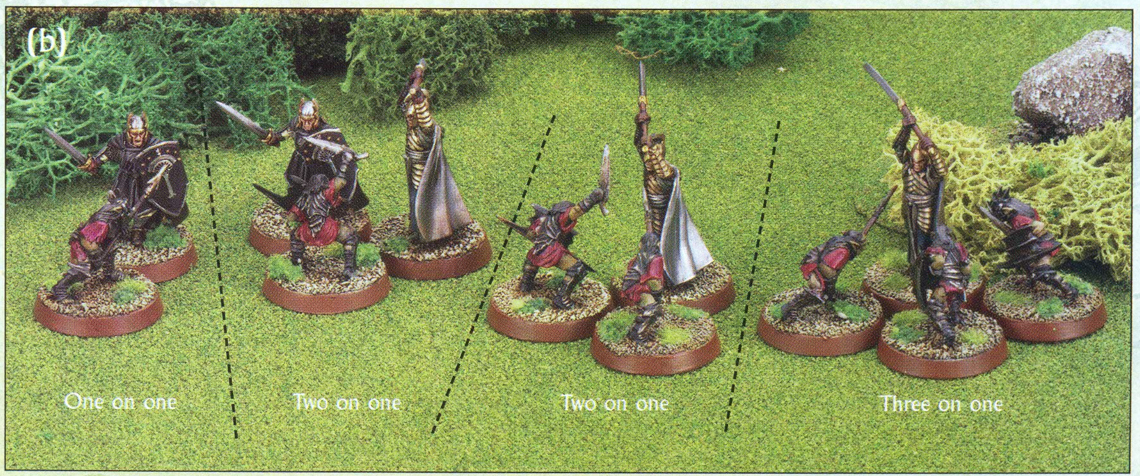
If a warrior is able to join one of several combats, or be paired off in several different ways, the player with priority (see pg 11) decides how the combatants are matched. The following rules must be observed:

- All touching models must be included in a combat somewhere.
- Multiple combats must have one model on one side and multiples on the other (never multiples on both sides in the same fight). Separate the models slightly to make the pairings obvious (pic b). You will now have a series of multiple combats to work out.

## When to Fight

The side that has priority that turn decides the order in which the various fights are to be resolved. The player then chooses which combat he wants to concentrate on first, and he and his opponents work out the result. The player with priority then nominates the second combat, the result is decided as before, and so on until all the fights have been satisfactorily resolved.

▼ *However, once you have paired off all the models, you can clearly see who is going to fight who.*



## 2 Deciding the Winner

The easiest way to explain how combat works is to consider a fight between a Moria Goblin and a Man of Gondor. Both combatants have an Attack value of 1 and Wound value of 1 on their characteristic base profiles – the Moria Goblin has a Fighting value of 2 and the Man has a Fighting value of 3.

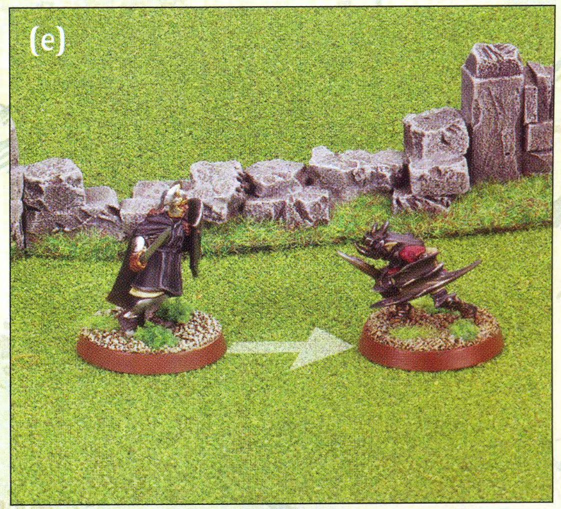
When both combatants have 1 Attack, each player must roll one dice on behalf of their warrior. The highest scoring warrior wins the fight (pic c). If both warriors roll the same result, however, the warrior with the highest Fight value wins (pic d). Where both warriors have the same Fight value, players roll one dice again. If 1, 2 or 3 is rolled, the Evil side wins; if 4, 5 or 6 is rolled, the Good side wins.

◄ THE WINNER
*The Man of Gondor rolls higher than the Goblin and wins the fight.*

► DRAW RESULT
*Both models roll the same, but the Man of Gondor wins because he has a higher Fight value.*

## 3 Back Away

The loser is then moved 2cm or 1" away from his enemy to represent the fact he has lost the combat (pic e). The model cannot move into touch with another enemy as it backs away but it can move within 2cm/1" of other enemies, as models are assumed to back away as the combatants are involved in a struggle.



◄ BACK AWAY
*Having lost the fight, the Goblin is moved back 2cm/1" from the Man of Gondor.*

## 4 Roll to Wound

In addition to beating his combatant, the winner strikes at the loser and might hurt him by inflicting a wound. Where the winner has a value of 1 Attack, the player rolls one dice and refers to a Wound chart (see opposite). To use the chart, find the Strength value of the attacker by reading down the left-hand side of the chart. Now find the target's Defence value across the top of the chart. Trace the numerals across and down to find the figure that indicates the minimum dice roll that is required to inflict one wound on the enemy. If the dice roll is insufficient to inflict a wound the loser remains unharmed.

Most warriors have a value of only 1 Wound on their characteristic base profiles. Where this is the case the loser suffers a wound and is slain (pic f). The model is then removed from the battfield as a casualty.

◄ SLAYING THE ENEMY
*Comparing the Strength of the Man (3) with the Defence of the Goblin (4) on the Wound chart, you can see the Man has rolled just enough to slay his enemy.*

## WOUND CHART

| | DEFENCE | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| STRENGTH | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 4 | 5 | 5 | 6 | 6 | 6/4 | 6/5 | 6/6 | – | – |
| 2 | 4 | 4 | 5 | 5 | 6 | 6 | 6/4 | 6/5 | 6/6 | – |
| 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 6/4 | 6/5 | 6/6 |
| 4 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 6/4 | 6/5 |
| 5 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 6/5 |
| 6 | 3 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |
| 7 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 6 |
| 8 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 5 | 5 |
| 9 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 5 |
| 10+ | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 |

Compare the Strength value of the attacker down the left hand side of the chart with the target's Defence value across the top of the chart.

### High Rolls

A score of 6/4 or 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score either 4+, 5+ or another 6. A '–' indicates the target is impossible to hurt – it is just too tough!

### Next Fight...

Once wounds have been calculated the combat is complete and the side that has priority selects which combat to work out next. Once all combats have been successfully resovled, the Fight phase is over.

## EXCEPTIONS TO THE RULE

Warriors that have been defeated must move 2cm/1" away from their enemy as described previously. Sometimes a model will be unable to back out of a fight because there isn't room behind it – for example, if the warrior's path is blocked by a feature such as a hedge or a wall, or by other models. This will invariably be the case where a defeated warrior is surrounded by three equidistant enemies.

If a defeated warrior can't back away then he is trapped. Any strikes made against a trapped warrior count double. So, a warrior with 1 Attack will make two strikes, a warrior with 2 Attacks makes four strikes, and so on. The defeated warrior must still be moved away so that enemies are no longer touching – if necessary other models can be moved to ensure that there is a clear gap.

◄ TRAPPED!
*If a warrior is defeated by three or more opponents, it may not be able to back away. In this case the warrior will suffer twice as many strikes from its enemies.*

► NO ESCAPE
*Through skilful play, terrain on the battlefield can be used to trap a warrior. If these Goblins win, for example, they will get double the number of strikes on the Elf.*

## Multiple Attacks

Some Heroes and large creatures have an Attack value of more than 1 on their characteristic profiles. If a model has 2 Attacks then roll two dice when working out fights instead of one and choose the best score (pic g). If a model has 3 Attacks roll three dice and choose the best score, and so on. A model with an Attack value of more than 1 is therefore more likely to win a combat.

If a model with multiple Attacks wins a fight, it strikes the enemy once per Attack. So, a Hero with 2 Attacks rolls two dice to see if he inflicts a wound. Both dice count so he might inflict no wounds, 1 wound, or 2 wounds.

▲**HERO ATTACK**
*When working out who wins a fight, a Hero with 2 Attacks rolls two dice – an ordinary warrior with 1 Attack rolls one dice.*

## Multiple Wounds

As with Attack values, some combatants have more than 1 Wound on their profile. If a model has 2 Wounds it takes two wounds to kill it, 3 Wounds means it takes three wounds to kill it, and so on. If such a warrior suffers a single wound note this down and carry on fighting. When it loses its last wound it is slain.

◄**MIGHTY WARRIOR**
*Boromir has 3 Wounds on his profile. It will take much more than a single injury to stop him fighting.*

## Multiple Combats

If two, three or more warriors are fighting a single enemy, roll one dice for each warrior as before. For example, where three Moria Goblins fight one Man of Gondor the Goblins roll three dice and the Man rolls one (pic h).

The player rolling multiple dice takes the highest scoring dice and ignores the rest. In this example the highest scoring Goblin dice is compared to the Man's dice score and the highest score wins.

If any models involved in a multiple combat have Attack values of 2 or more, total up the number of attacks on both sides and roll the appropriate number of dice (pic i). Pick out the best scoring dice for each side.

In the case of a draw compare the single model's Fight value to the best Fight value from the multiple side. If this is equal roll one dice. Roll 1, 2, 3 and the Evil side wins; roll 4, 5, 6 and the Good side wins.

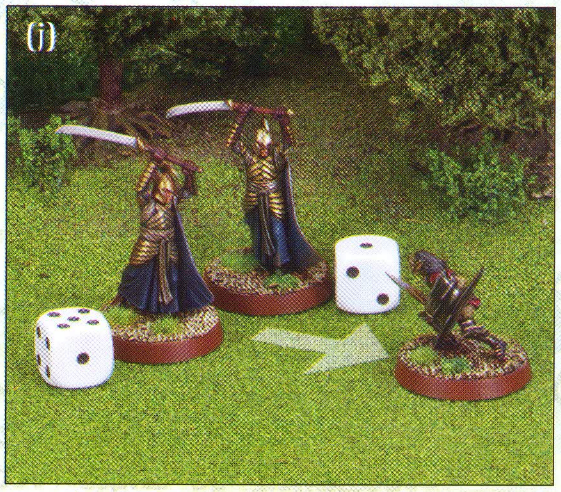
▼**ADDING UP ATTACKS**
*Each player rolls one dice per Attack value on their model's profile, so in this scenario, the Good side rolls four dice in total, while the Lurtz rolls two. If the combat is a draw, the Good side wins because Aragorn's Fight value is higher than Lurtz's.*

◄**OUTNUMBERED**
*Each warrior rolls one dice, so the three Goblins have a much better chance of winning this fight.*

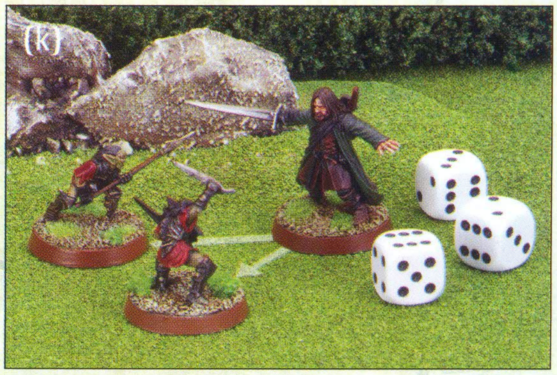
All the models on the losing side are beaten back from their enemy 2cm/1". Where a single model is beaten back by two or more enemies, the retreating player can retreat through any gap that is wide enough for the model to pass – if there is no gap the model is trapped as described previously. Where multiple models are backing away from a single model each retreats exactly as in a one-on-one combat, which means none, some or all might be trapped. Once models have backed away work out strikes.

If the multiple side wins the fight, each model strikes against the loser. It doesn't matter whether individual models score higher or lower than their opponent – all models strike if their side wins (pic j).

If the single model wins the fight it can strike against one of the enemy if it has 1 Attack. If the model has more than 1 Attack it strikes once per attack and can divide its strikes amongst its opponents as the player wishes (pic k). This is important as some enemies might have different Defence values or might be trapped. The player can roll for each strike before allocating the next if he prefers.



◄ RETREAT
*The Goblin backs away from the Elves, who can each roll one dice to strike and possibly slay their enemy.*



➤ ALLOCATE STRIKES
*Having beaten the Goblins, Aragorn has three strikes to divide amongst them in any way the Good player wishes.*

▲ *Aragorn battles against the ferocious Uruk-hai.*

# Elven Attack

***This Pack's scenario focuses on a patrol of Uruk–hai as they attempt to smash through the defences of a band of Elven warriors. Will the Elves succeed in preventing more of Saruman's minions from reaching Rohan?***

Learning of the massive army of Uruk-hai marching towards Helm's Deep, Elrond, Celeborn and Galadriel debate whether to send the warriors of Lothlorien to help the besieged Men of Rohan, or simply to abandon them to their fate. The army they send barely arrives in time. In this Pack's Battle Game we take a look at what might have happened if Elrond had dispatched a small force of his own Elves to delay the Uruk-hai march and buy the Men of Rohan some badly needed time.

◄ STAND FIRM
*Elrond's Elven warriors bravely attempt to delay the Uruk–hai's march on Helm's Deep.*

## You Will Need

Several six-sided dice
Tape measure
Pen or Pencil
Record Sheet
4 High Elf Bowmen
4 High Elf Swordsmen
5 Uruk-hai Pikemen
5 Uruk-hai Swordsmen

## THE COMBATANTS

With this Pack of *Battle Games in Middle–earth* you will have received 10 plastic Uruk-hai miniatures. You will find details on how to paint them in this Pack's Painting Workshop (pg 15 to 18). The eight High Elves that you need to play 'Elven Attack' were supplied with Pack 2.

➤ *The Uruk–hai – foul servants of Saruman.*

◄ *Elrond's brave Elven warriors.*

## CHARACTER PROFILES

### High Elves

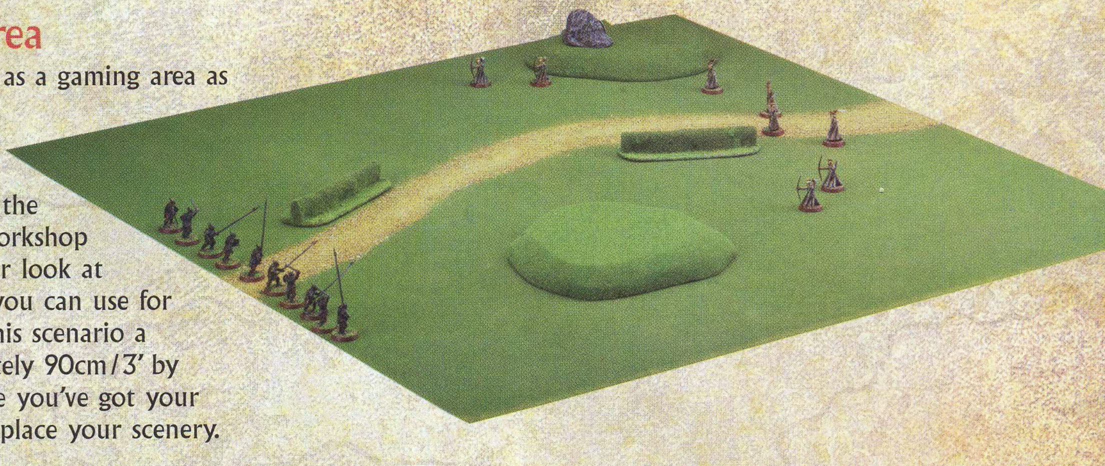
Elves live extremely long lives and have had plenty of opportunities to practice the arts of war. This makes them some of the most formidable and courageous opponents to be found. Many Elf warriors fought alongside Gil-galad and Elrond at the battle of the Last Alliance of Men and Elves. After Sauron was defeated, the Elves retreated to Rivendell to form a bastion for the forces of good in the north.

### URUK-HAI™

The brutal Uruk-hai warriors fear little, for they are the strongest of all the breeds of Orc. They feel no pain, and will continue to fight even after suffering hideous wounds that would slay a mortal man. Created in the foul breeding pits of Orthanc by the traitorous sorcerer Saruman the White, they are used for his own evil schemes and in the army of the Dark Lord Sauron. Unlike other Orcs, they do not fear the sun, enabling them to travel in the day as well as the night. This has allowed Saruman to send a huge invasion army into the land of Rohan. Now the Rohirrim must fight for their very survival.

## The Gaming Area

Any flat surface can act as a gaming area as long as it is suitably big enough, even if you just mark the area out on the floor for now. In the next Pack's Modelling Workshop we will be taking a closer look at what other alternatives you can use for your gaming area. For this scenario a battlefield of approximately 90cm/3' by 90cm/3' is needed. Once you've got your gaming area it's time to place your scenery.



▲ PREPARED FOR WAR

*The Elves stand ready, prepared to halt the marauding Uruk–hai. To add to the effect, we have marked out the path of the road with some sand.*

## Placing Scenery

When placing scenery for this scenario, try to place your terrain pieces so they suggest the presence of a road. This is a great way of having the look of your battlefield reflect the story behind your Battle Game. In this case the Elves have ambushed the Uruk-hai as they march along one of the many roads leading into Rohan. Several of the hedges that Pack 3's Modelling Workshop showed you how to make would be ideal for this. Once all your scenery is set up, it's time to place your models. All the Uruk-hai start along the same table edge at one end of the road and the Elves can set up anywhere on the board as long as they are at least 44cm/18" away from the nearest Uruk-hai.

## The Game

This game presents a tough challenge for both sides. The Uruk-hai must fight their way through the Elf lines but avoid taking casualties from Elven bow fire. The Elves will be hard pressed to kill enough Uruk-hai before they leave the board because of the Uruk-hai's high Defence values. Tactics for both sides can be found on page 13.

## BASE PROFILE

Some Uruk-hai are carrying shields that provide +1 to Defence. This has already been incorporated into their characteristic profile.

| | F | S | D | A | W | C | Move |
|---|---|---|---|---|---|---|---|
| Elf with sword | 6/- | 3 | 5 | 1 | 1 | 5 | 14cm/6" |
| Elf with bow | 6/3+ | 3 | 5 | 1 | 1 | 5 | 14cm/6" |
| Uruk-hai with sword & shield | 4/- | 4 | 6 | 1 | 1 | 3 | 14cm/6" |
| Uruk-hai with pike | 4/- | 4 | 5 | 1 | 1 | 3 | 14cm/6" |

## Recap

*Battle Games in Middle–earth* is played with a turn system using the following four phases:

1 Priority
3 Shoot
2 Move
4 Fight

Start with phase 1 and continue through all the phases in order until you reach the end of phase 4, then start again from phase 1. Play continues like this until one side or the other achieves their victory conditions.

## 2 Move

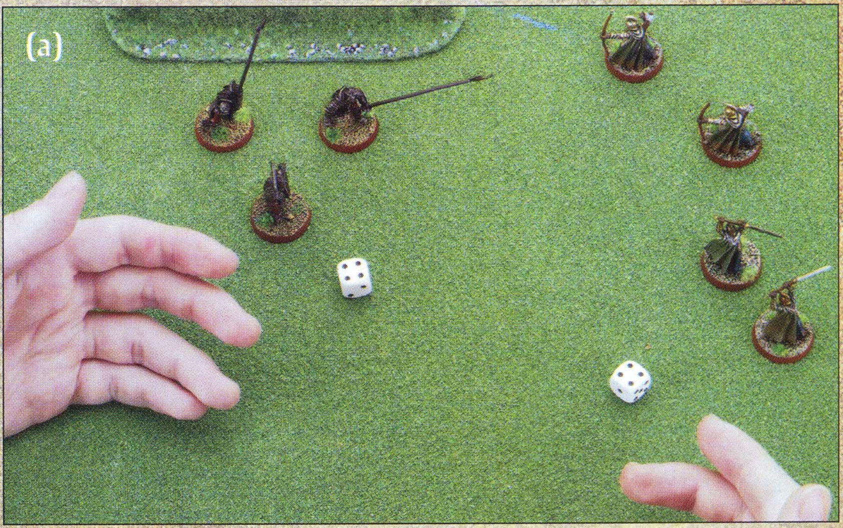
The player with priority gets to move his models first in the Move phase. When he is finished moving all the models he wants to move, the other player then gets to move any of his models that he wants to move. As you can see on their base profiles, Elves and Uruk-hai can both move 14cm/6".

Barriers such as walls or hedges may not be crossed and cannot be seen over. Remember you must be able to see an enemy in order to move into base contact (pic b). A model can only move as long as it is not in base contact with another model. Once models are in base contact, they are locked in combat, and neither can move any further.

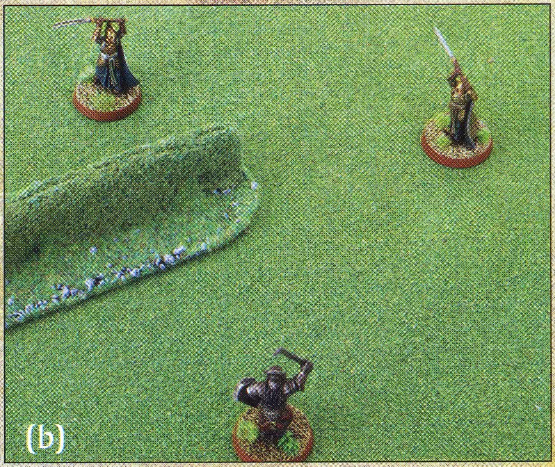
Also in this phase try to take every opportunity to 'trap' an opponent's model (pic c). Bear this point in mind when moving chargers and remember terrain pieces can help you trap a model. Being trapped has a big impact during the Fight phase as this Pack's Playing the Game explains. Pack 3's Playing the Game describes movement in more detail.

## 1 Priority

In this scenario the good side gets the priority in the first turn as the Elves spring their ambush. At the start of every turn after that, both players roll to see who gets priority, and the highest roll wins. Remember if the roll is a draw the player who had priority last turn passes it over to the other player (pic a).



▲ A CLOSE CALL
*In this, the second turn, the Uruk–hai win the draw.*



◄ COMBAT CHARGE
*The Uruk–hai can charge the Elf to his right but not the one to the left as the hedge obscures him.*

◄ SURROUNDED!
*The Elves have managed to successfully trap this Uruk–hai warrior.*

## Wounding Scores for Shooting

| Target | Roll needed to score a wound |
|---|---|
| Uruk-hai with sword & shield | 6+ |
| Uruk-hai with pike | 5+ |

## 3 Shoot

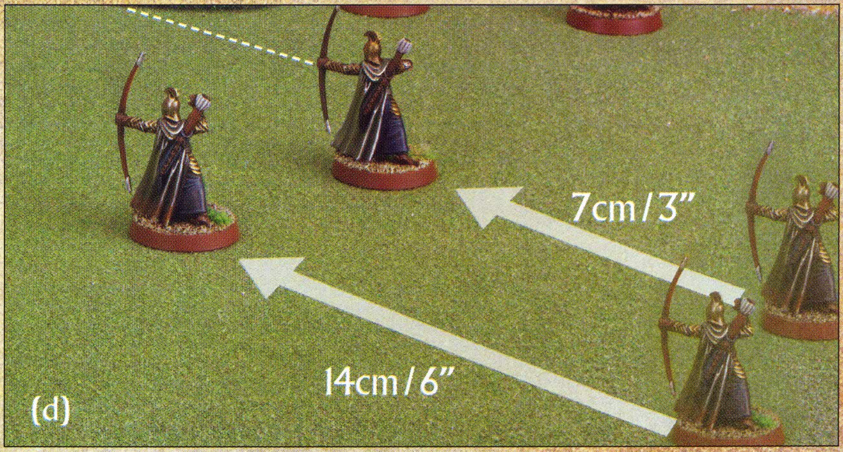
In this phase of the game both players get an opportunity to shoot with any models that are armed with missile weapons. The player with priority shoots with his models first, and then the other player gets the chance to fire. Only the Elves have bows in this scenario so the Uruk-hai player unfortunately can do nothing in this phase.

A model may only shoot if it has moved no more than half of its allowed movement. This means that the Elves may only move 7cm / 3" in the Move phase if they want to shoot (pic d). The Elves need to pick their targets carefully as intervening terrain (hedges, etc.) and models block your 'line of sight'. This means you cannot shoot at models obscured by them. An Elf bow has a maximum range of 56cm / 24" so an Elf model may not shoot at a target further away than this (pic e).

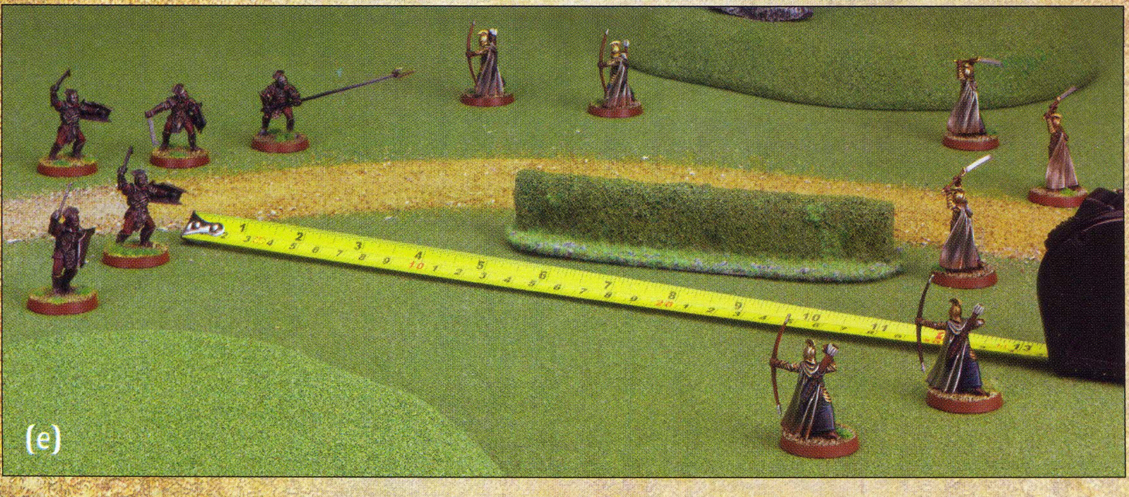
Elves are exceptional archers so their shots hit on a dice roll of 3+. Once you have rolled and determined if the shot has hit, you then need to roll to see if the shot causes a wound or not. Roll a dice for each successful hit and compare against the table above. As you can see, the Elves have a better chance of killing an Uruk-hai armed with a pike than one with a sword and shield, so it's a good idea to aim for those troops first.

## 4 Fight

The Fight phase is conducted exactly as this Pack's Playing the Game (pg 8-13) describes. Holding priority in the Fight phase has an advantage as it allows you to choose how to divide up combats. This means that you get to choose how to split up multiple combats and the order in which you fight those combats.



▲ A MOVE TOO FAR
*One Elf has moved 14cm / 6". This means he may not fire his bow in the Shoot phase.*



◄ CHOOSE YOUR TARGETS CAREFULLY
*Measure to check the targets are in range.*

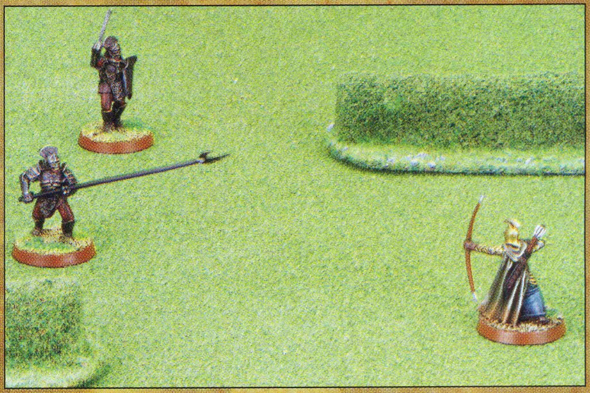
## URUK-HAI TACTICS

The Elves will attempt to kill the Uruk-hai with bow fire long before they can reach close combat. Remember that they cannot shoot through terrain pieces or other models, so make sure you position your models carefully during the Move phase. Because of their higher Fight value, the Elves will win a draw result whenever you are rolling to decide the winner of a combat. Try to have the Uruk-hai outnumber the Elves in a fight – this way you have a good chance of rolling a higher result than the Elf player as you will be rolling more dice than him.

➤ MOB ASSAULT
*The Uruk-hai stand a good chance of winning these combats.*

## ELVEN TACTICS

In this scenario the Elves have the advantage in the Shoot phase as some of the Elves are armed with bows. A good tactic for the Elves is to try to kill as many Uruk-hai as possible before fighting them in hand-to-hand combat. This means the Elves can afford to hold back in the Move phase, avoiding combat for as long as possible and then shooting with their bows in the Shoot phase. To maximise this advantage, aim for the Uruk-hai armed with pikes if you can, as these models have a lower Defence value than those armed with swords and shields.



➤ ARCHER
*An Elven bowman targets the Uruk-hai armed with a pike.*

➤ CHARGE!
*It takes a brave warrior to stand before the full might of the Uruk-hai.*

## WINNING THE GAME

Play continues until one side or the other achieves their victory conditions. In this particular scenario the victory conditions are very simple:

- For the Elves to be victorious they have to kill 6 Uruk-hai warriors.
- For the Uruk-hai to win they have to get 5 Uruk-hai warriors off the opposite table edge to the one they set up on.

A point to remember here is that the Elves are prepared to die for this cause, so it does not matter how many Elves die as long as they kill at least 6 of Saruman's foul Uruk-hai warriors.

# Uruk-hai™ Warriors

*The Uruk–hai are the vicious and cruel warriors of Saruman, spawned in the breeding pits of Orthanc. When painting your miniatures the aim is to give them a suitably grim and menacing appearance.*

## A Warrior Breed

In this Pack's Battle Game (pg 8-13) a force of High Elves desperately tries to halt an Uruk-hai advance. The Uruk-hai wear rough armour and carry dangerously sharp weapons, which in the hands of these cunning warriors can be used with deadly potential. In this Pack's Painting Workshop we will introduce you to a simple technique that is ideal for emphasising this aspect of the model. To paint the Uruk-hai you will need the following acrylic paints – black, silver, brown, red and green. These colours were supplied with Packs 1 and 3 of *Battle Games in Middle–earth*. Additional paints can be purchased from Games Workshop stores, or ordered direct on our website.

## PAINTING ESSENTIALS

### YOU WILL NEED

A PAINTBRUSH

BLACK, SILVER, BROWN, RED, AND GREEN ACRYLIC PAINTS

A SMALL POT OF CLEAN, COLD WATER

MIXING PALETTE

NEWSPAPER

KITCHEN ROLL OR TISSUES

▼ LIGHTING YOUR WORKSPACE

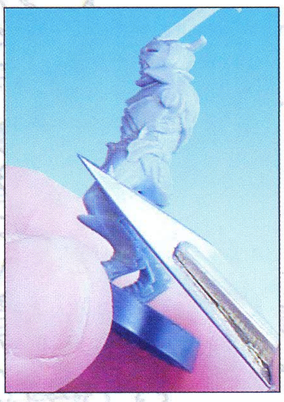
*Good lighting is essential for all modelling and painting work. Natural daylight is best, so if you can position your work near a window so much the better. If you can't work near a window, or you want to work in the evenings, a lamp or two will provide suitable illumination for your work.*

## Recap

### Preparing Your Model

Carefully remove any excess plastic from around the model. Use clippers or a craft knife to trim away this 'flash'. Once this is done, stick the shield on and slot the Uruk-hai into the base, securing it with plastic glue.

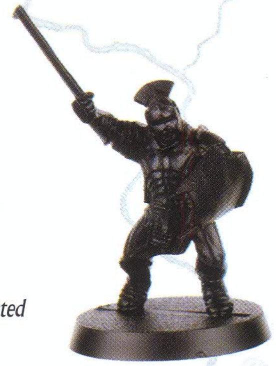
*◄ Occasional mould lines can spoil the natural look of the model.*



*► Carefully use a craft knife to trim away this unwanted 'flash'.*

Remember that undercoating the model will ensure that the paint adheres properly. Add a little water to your black, as this will prevent the undercoat paint from becoming too thick and hard to apply.

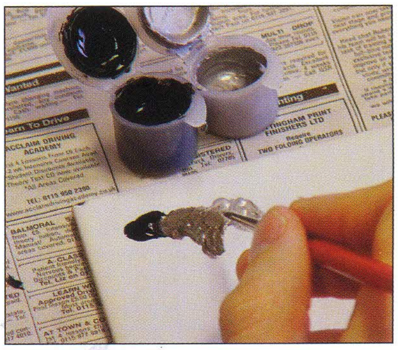
If the thinned paint is too runny, add a little more neat paint to thicken it. When finished, leave the miniature to dry and thoroughly clean and dry your brush.



*► Your undercoated Uruk-hai warrior.*

## ① Mixing the Dark Metal Colour

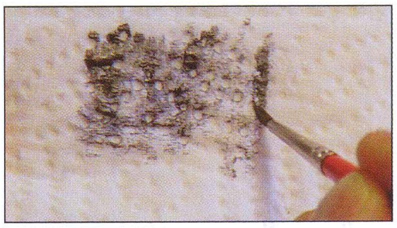
Shake your black and silver paints to ensure the colour inside is thoroughly mixed. Take some black paint from the pot and put it on your mixing palette. Clean your brush in the water pot and dry it with a kitchen towel. Repeat this with your silver paint. Now mix the black and silver on the mixing palette by gently swirling them together until you have a new and consistent dark metal colour.



*◄ Try to produce a good mix like this, with no streaks.*

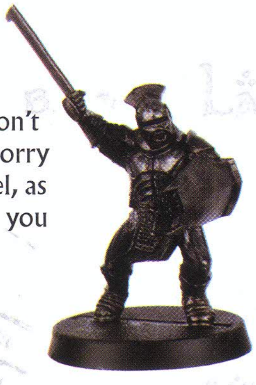
## ② Dry-brushing the Armour

Now gently draw the brush across some kitchen towel to wipe away any excess paint. The idea here is to leave just enough paint on the brush so that it will deposit paint only on the raised areas of the Uruk-hai model.

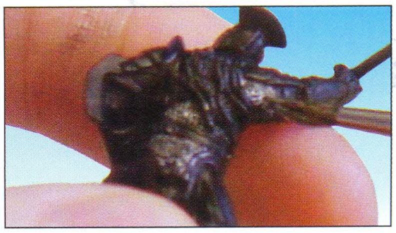


*◄ Here the brush is almost wiped dry – this technique is called 'dry-brushing'.*

Carefully draw your brush across all of the armour, chainmail, shield and weapon. If not enough paint is being deposited, put some more paint onto your brush from the mixing palette and start again, only this time don't wipe as much off on the kitchen towel. Don't worry if you get paint on any other part of the model, as you can paint over these areas with black once you have finished Step 2.



*► This is an Uruk-hai at the end of Step 2.*

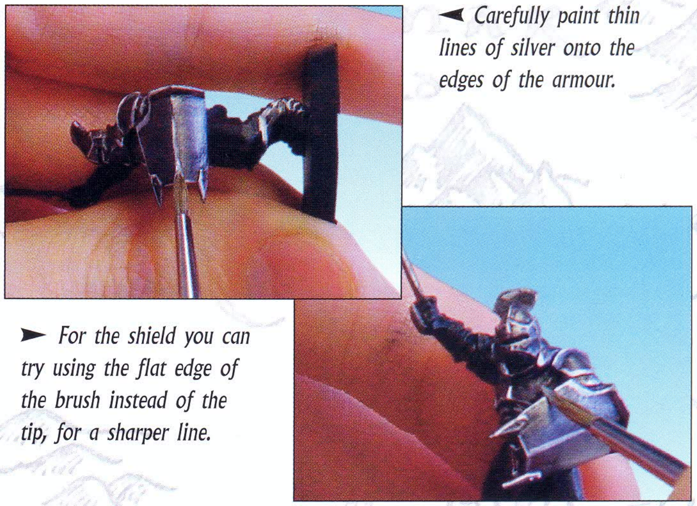


*► Dry-brushing is very effective on chainmail.*

## 3 Silver Edging

Now it is time to make the armour and weapons look sharp and menacing. This is an important aspect of the Uruk-hai model that we want to draw attention to. To do this we use a simple technique called 'silver edging', to give the armour plates, shield and weapon a realistic look.

First prepare your mixing palette by putting some silver onto it exactly as before. Now paint a thin line of silver down the middle of the shield.



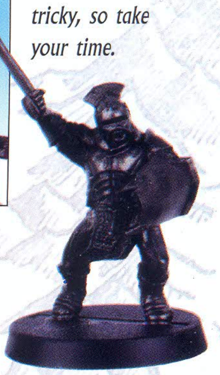
◄ *Carefully paint thin lines of silver onto the edges of the armour.*

► *For the shield you can try using the flat edge of the brush instead of the tip, for a sharper line.*

Next, carefully paint thin lines along the edges of the shield. Use only a small amount of paint on your brush, as too much will make the line too thick.

Now repeat the same process on all of the armour plates. Try to be a little more careful here as the armour plates are much smaller than the shield. Don't forget to add a little silver to the tip of the tusks when painting the edges of the Uruk-hai's helmet. A little silver edging on the sword and this step is finished.

◄ *The armour plates are more tricky, so take your time.*



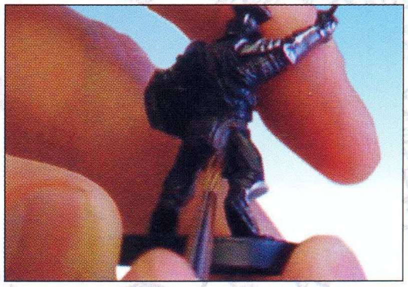
► *At the end of Step 3 the armour is now finished.*

### TOP TIP

By the end of Step 3 there will be silver flecks of paint floating in your water pot. This may contaminate and spoil any non-metallic paint you subsequently use, and so it is a good idea to get a fresh pot of clean cold water at this point. Another idea is to always have two water pots. One to be used exclusively for metallic paint and the other exclusively for non-metallic paint. Take care not to get them mixed up!

## 4 Cloth

Take the brown paint and give it a good shake, then put some onto your mixing palette. Mix a small amount of water in and carefully paint the cloth areas on the model. The Uruk-hai are a grim and brooding breed of Orc, so don't worry if your model is looking particularly dark at the end of this step!

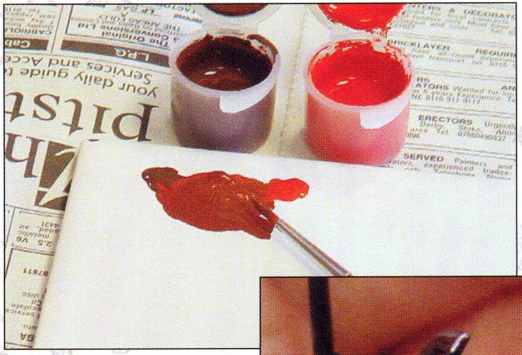


◄ *Avoid getting paint on the armour you have just painted.*

## 5 Painting the Flesh

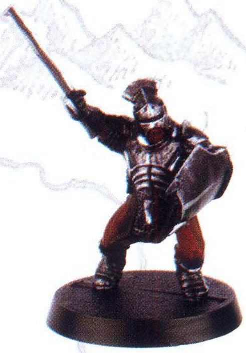
After shaking the brown and red pots take some brown paint and put it on your palette. Clean and dry your brush and repeat with your red paint. Now mix the brown and red on the mixing palette until you have a new consistent Uruk-hai flesh colour.

Add a small amount of water to the mix to stop it from being too thick, and then paint all the areas of flesh. Try to be extra careful not to get paint on any area you have already painted.



◄ *Experiment with the mix until you get a colour you are happy with.*

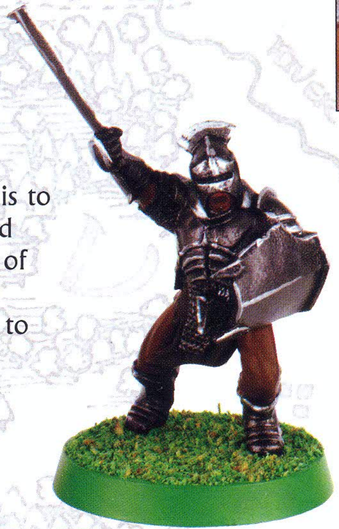
► *After painting the flesh, this Uruk-hai is almost finished.*



▲ *Your Uruk-hai model at the end of Step 5.*

## 6 Finishing Off

All that is needed to finish the figure now is to paint the base. You can give the base a good coat of green paint as we did for our Men of Gondor and Elves in Pack 2's Painting Workshop. Alternatively you can add flock to the base as we did with Frodo in Pack 3's Painting Workshop (see Recap box below).



◄ *Flock on the base helps to bring the miniature to life.*

### Recap

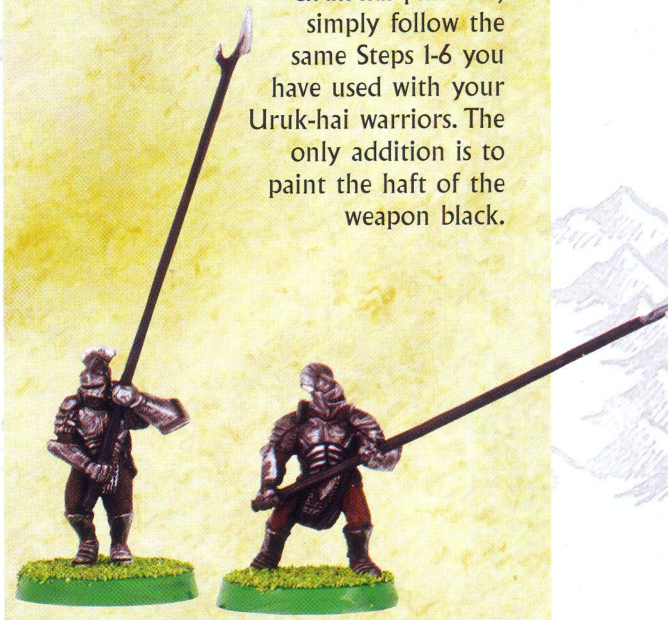
Flock and static grass are used to give bases a texture that resembles grass. Green paint can be used to prepare the base. Paint the top of the base green, and while still wet dip it into the flock. Remove it and gently blow away any excess, and the flock will have stuck to the wet paint to give a neat finish to your miniature. Alternatively, paint the whole base green and when that is dry, paint PVA glue onto the top of the base, then dip it into the flock. PVA glue forms a stronger bond than paint alone, so the flock will not rub off as easily during games.

◄ *Paint the base with PVA glue.*

► *Dip the base into green flock to finish your model.*

### PAINTING YOUR URUK-HAI PIKEMEN

To paint your Uruk-hai pikemen, simply follow the same Steps 1-6 you have used with your Uruk-hai warriors. The only addition is to paint the haft of the weapon black.



# Making a Hill

*Hills add a three-dimensional element to your* Battle Games in Middle-earth, *as warriors are forced to march uphill or charge down the slope at their enemies. As you will see, they are also an easy piece of terrain to build.*

## Creating Your Hill

Although you can play quite happily on a flat, featureless gaming table your games will look much more impressive in three dimensions. The addition of several hills not only transforms the look of your board but can also completely alter the nature of a scenario. Suddenly you find your keen-eyed Elven bowmen are unable to fire at the Goblins advancing on them from behind the safety of a hill. Here we explain how to produce a very simple hill. Later Packs will reveal how the same basic techniques can be used to create a wide variety of terrain, from gently rolling hills to sheer-sided cliffs and rocky crags.

## YOU WILL NEED

PVA GLUE
MODELLING FLOCK
LARGE PAINTBRUSH
CRAFT KNIFE
GREEN, BLACK AND WHITE ACRYLIC PAINT

JUNIOR HACKSAW
COARSE SANDPAPER
SHEET OF EXPANDED POLYSTYRENE ('STYRENE')
A HANDFUL OF SMALL GARDEN PEBBLES
MARKER PEN

CITADEL MODELLING

*Available* from your local Games Workshop store

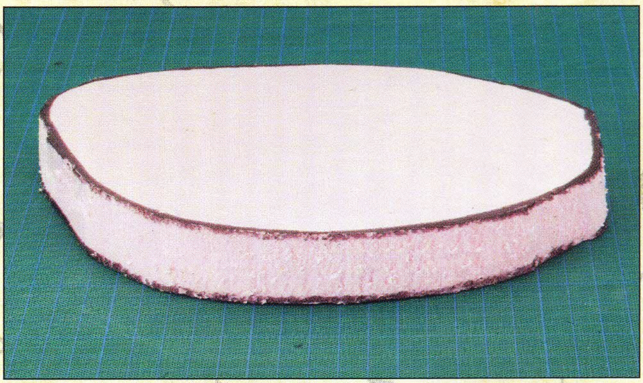
All available from your local DIY store

## ① Cut Out the Shape

Use a marker pen to mark out a roughly circular shape on the surface of the styrene foam sheet. Rather than mark out an exact circle, mark out a rough oval shape so that the hill is less symmetrical and therefore looks more realistic. The hill shown is approximately 24cm/12" in diameter but you can make yours any size or shape you wish. Carefully cut out your chosen shape from the foam sheet using a junior hacksaw.

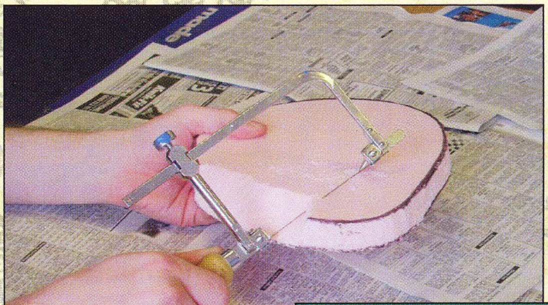
➤ CHOOSE A SHAPE

*To begin with you need to cut out a suitable shape for your hill. You can choose any shape you want, but a rough oval is a good start.*



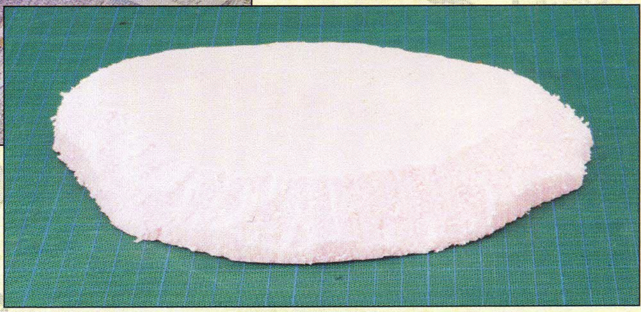
## ② Angle the Sides

Once you have the basic shape of your hill you will need to cut its edge with a hacksaw to create the slope of the hill. This can be a messy process, so remember to protect your working area with plenty of newspaper. Cut the edge at a 45-degree angle, or you can make the sides as steep or gentle as you wish simply by adjusting the angle you cut at. When using the hacksaw, be careful to keep your fingers away from the blade.



◄ CUTTING OUT THE SHAPE

*Sawing polystyrene gets very messy. Make sure you use plenty of newspaper to catch all the bits.*



➤ CREATE A SLOPE

*The exact angle is not important. You can choose to have steep or shallow slopes.*

## ③ Smooth the Sides

Next the sides of the hill need to be sanded to ensure a smooth rise from the base to the flat top. Using coarse grade sandpaper, gently sand the sides of the hill. This is also quite a messy process, and because of the fine dust you will create, you should always sand in a well-ventilated area. Once the sides are nice and smooth, gently sand the top of the hill. The reason for doing this is that paint and glue adheres much more easily to a rough surface, and so taking a few moments to roughen the top now will save lots of time and effort when applying the PVA and flock later.

◄ ROUGHENING UP

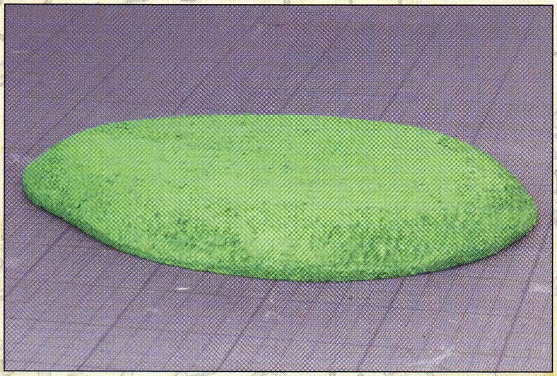
*Sanding will also roughen up the top surface so the paint will adhere better.*

➤ SANDING DOWN THE SLOPES

*This serves to smooth down the slopes that you have sawn.*

## 4 Painting Your Scenery

Now paint the hill green. It does not matter what shade of green paint you use but you should use the same shade for all your scenery so that it gives a uniform look on the table. Avoid using spray paints as these contain chemicals that react badly with styrene foam causing it to warp and melt. If you can still see the colour of the foam through the paint then wait until it is dry and apply another coat.



▲ PAINTING THE HILL
*For painting big items of scenery like this it is quickest to use the largest brush you have.*

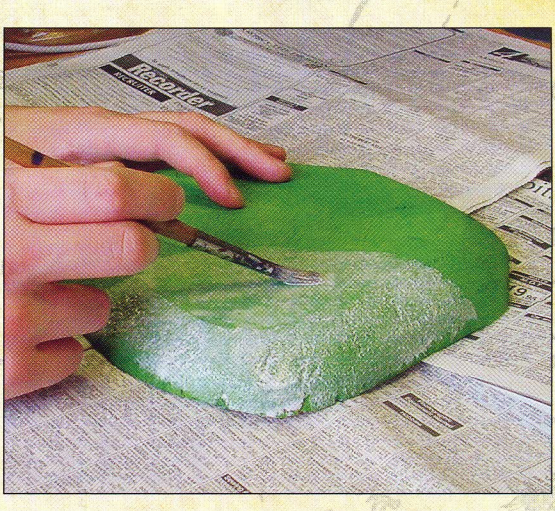
## USING FLOCK

Working with flock can get very messy if you're not careful, so make sure you lay some clean newspaper down to catch all the excess flock that doesn't stick to the glue. That way you can carefully pick up the paper and pour the excess flock into a sealable container to save for future use. Alternatively, apply flock to larger projects inside a cardboard box, which will catch any flock that doesn't stick.

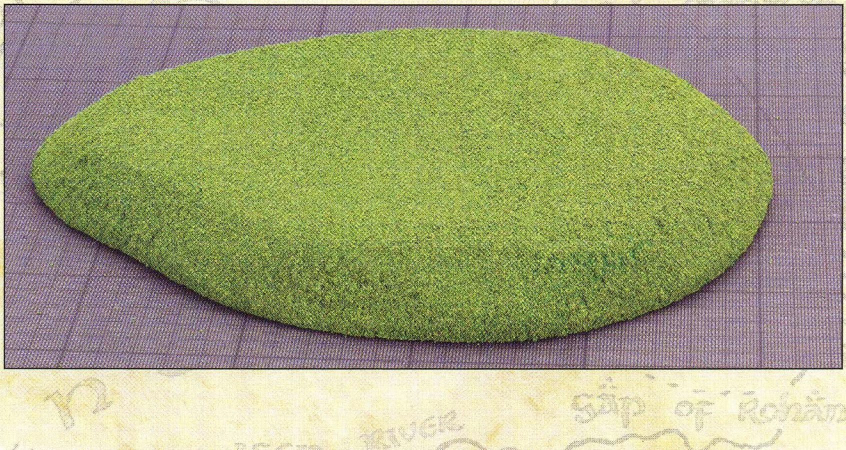
➤ *Save excess flock by pouring it into a sealable container from the newspaper.*

## 5 Flock the Hill

Once the paint is dry you can apply the green flock. Mix some PVA glue with an equal amount of water (to make it easier to spread) and apply a generous coat to the whole hill. Before the glue dries pour flock all over the hill. Leave to dry for at least three minutes before shaking off any surplus flock. Repeat the process on any patches where the flock has not stuck. Your hill is now ready to use on the battlefield, but to be on the safe side it is best to leave it overnight to dry thoroughly before putting any models on it.



◄ APPLY PVA GLUE
*If you have made a really big hill, it may be easier to apply glue to a section at a time – pour on the flock and leave to dry before you continue.*



◄ THE FINISHED HILL
*Once it is thoroughly dry, your hill is ready to be used in your Battle Games.*

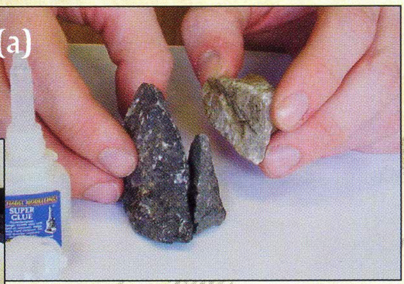
# Alternative Approaches

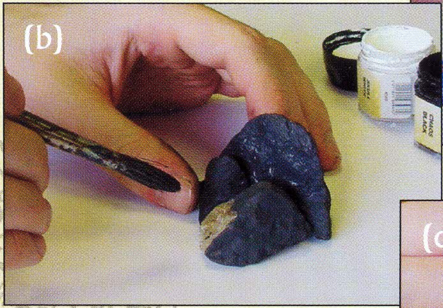
## Adding Character to Your Hill

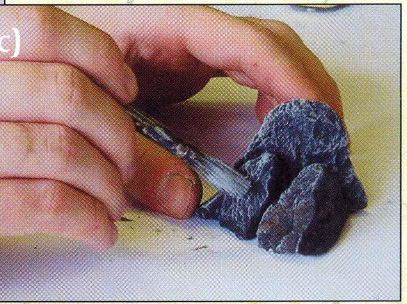
To add a little character to the hill, try adding some stones to the top. Gather a handful of pebbles or stones and experiment with different positions until you are happy (pic a).

Although they can be left their natural colour, you may want to paint the rocks so that they are more in keeping with the rest of the hill and your models. To do this you can simply mix black and white paint together to produce dark grey and paint over the stones (pic b). Bring out the texture of the rocks by adding more white paint to the mix and dry-brushing as detailed on page 15 (pic c). When the paint is dry, use PVA glue to stick the stones in place on the hill (pic d).

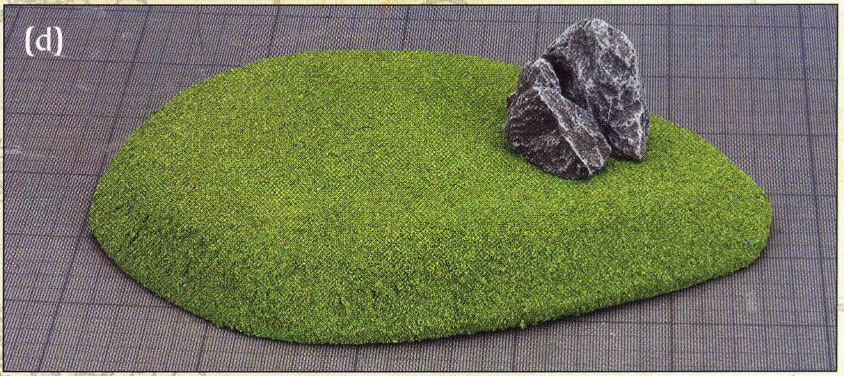
➤ *Stick on a few stones to look like a rocky outcrop, a primitive shrine or even the battle grave of a fallen warrior.*







▲ ➤ *On our hill, we have painted the stones grey and then dry brushed with a lighter grey to bring out the texture.*



➤ *When your painted rocks are completely dry you can stick them onto the hill in the required position using PVA glue.*

▲ *Position your completed hill on the gaming area to add a touch of realism to battle scenarios.*

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- The forces of Evil ambush Frodo and his companions
- Learn how to paint Lurtz with an easy step-by-step guide
- Construct a gaming board for your Battle Games
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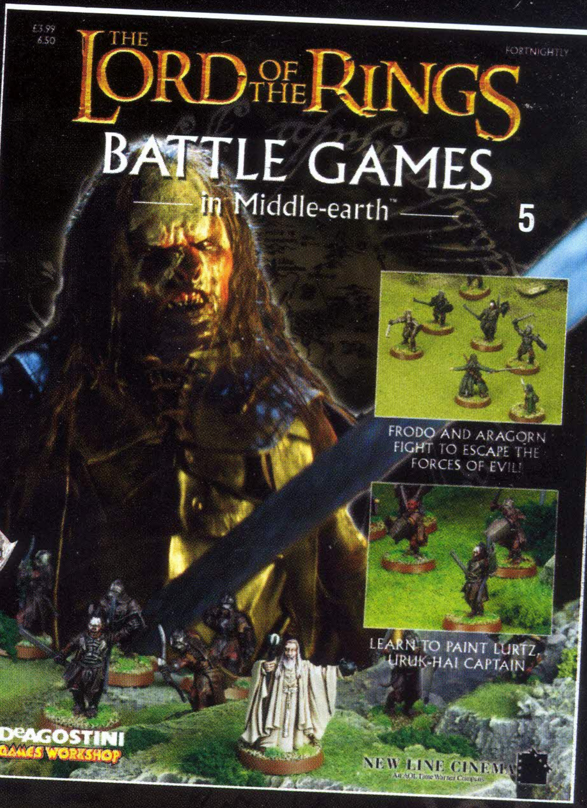
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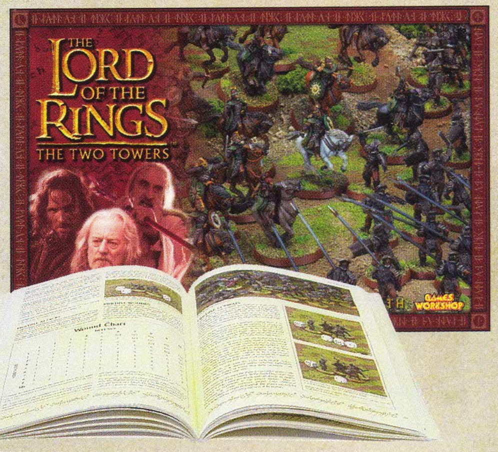
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